



SHARDA
UNIVERSITY
Beyond Boundaries



SHARDA SCHOOL OF DESIGN



RENDERING TECHNIQUES

NV 41010

VALUE ADDED COURSE BROCHURE (2025-26)

ABOUT THE UNIVERSITY

Sharda University is a leading NAAC A+ educational institution based out of Greater Noida, Delhi NCR. A Venture of the well-known Sharda Group of Institutions (SGI). The university has established itself as a high-quality education provider with major focus on holistic learning and imbining competitive abilities in students.

ABOUT SCHOOL

Sharda School of Design (SSD) prepares the students for the real world they can make a lasting impact in designing the future and have an exciting and rewarding career. The students at SSD have crafted the world as renowned landscape architects, urban planners, urban designers, and history preservationists.

The school's nationally accredited degree programs, world-class faculty, and state-of-the-art facilities connect to provide the students with a broad range of opportunities in both the public and private sectors of the industry. SSD leads the students through both practical and theoretical learning until they can master in an innovative design that reflects art and science.

The school has forged numerous connections and partnerships with schools and professionals in countries around the world. The faculty comprises academicians from internationally renowned universities such as the School of Planning & Architecture, B.I.T Mesra, National Institute of Fashion Technology (NIFT), Sheffield University, Nottingham Trent University and Delhi College of Art, University of Delhi as well as leading Architectural practitioners and Planning professionals from all over the country.

ABOUT DEPARTMENT

Architects must understand the nature of human interaction within the larger environmental context. This is the core idea on which the Department of Architecture is built upon, where architecture is understood not in the narrow terms of building, but in the larger context of the built environment. The world around us is moving at a pace more rapid than ever before, and the architectural professionals of tomorrow need to be sensitive towards the social responsibilities of environmental intervention that are an inevitable consequence when it comes to the actual practice of architecture.

Given that in the ever-changing world, the architect needs to be prepared to adapt to the environment around, the programs at the Department of Architecture recognize the multiplicity and changing nature of future roles open to the architect. The students are afforded the freedom to engage with the discipline at many levels, and through multiple channels where they are allowed to choose their own unique pathways through the course, thereby (re)creating and (re)producing themselves as professionals with multiple expertise.

The school has an interdisciplinary approach that sources from varied fields such as Mass Communication, Design, and Management etc. Architecture students will have the opportunity to tailor their course to their needs, thereby; they could be studying photography, choreography, visual communication or any other elective as a part of the larger architecture course.

Vision of Department

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as architects of global caliber and thus the society in large.

Mission of Department

- To create and sustain a stimulating and responsive academic inclusive environment.
- To regularly enhance the teaching contents & techniques in keeping with current and future trends.
- To provide a competitive and career-oriented programme.
- To encourage students to be socially responsive and responsible architects.

About Value Added Course

The course will encourage students to ideate, and explore different mediums of digital rendering. The student shall be mentored by the faculty to come up with the different mediums rendering techniques.

The course will help students to impart and develop understanding of different mediums used for rendering.

Course Outcomes

- Students will be able to understand the meaning of rendering
- Students will be able to understand different mediums of digital rendering. Students will be able to ideate and create multiple innovative design solutions for rendering techniques.
- Students will be able to apply innovative methods and represent materials in their rendered designs sheets.
- Student will prepare the rendered sheets.
- Students will be able to create rendered sheets

Detailed Schedule

Date	Content	Duration
15-Jul-26	Fundamentals of Digital Rendering -Introduction to digital rendering	2
22-Jul-26	Importance and applications in design	2
29-Jul-26	Comparison between digital rendering and digital rendering.	2
05-Aug-26	Advanced Digital Rendering Techniques	2
12-Aug-26	Overview of popular software (Adobe Photoshop, Autodesk SketchBook, Procreate, Illustrator)	2
19-Aug-26	File formats and workspace setup	2
02-Sep-26	Concept & techniques to highlight/represent different building materials.	2
09-Sep-26	Use of line-weights/ line-types for different parts of the buildings in plan, elevation, section, site plan etc.	2
16-Sep-26	Practice exercises on rendering building plans, elevation, section, site plans.	2
23-Sep-26	Advanced Digital Rendering Techniques	2
30-Sep-26	Photorealistic Rendering	2
07-Oct-26	Image enhancement	2
14-Oct-26	Presentation Boards and Layout Design	2
21-Oct-26	Creative Rendering Project	2
28-Oct-26	Rendering basic 3D views, elevations and sections and rendering the same in digital with the concept of shades, shadows & sciography.	2
04-Nov-26	Preparing pre final submission sheets.	2
11-Nov-26	Preparing the final sheets.	2

Faculty Profile

Sandeep Singh

An Architect- Urban Planner who completed his Bachelors in Architecture from Jamia Millia Islamia, New Delhi and Masters in City Planning from IIT Kharagpur. He has four and half years of experience as an Academician with keen interests in Urban Design and Conservation, Planning for waterfront areas and Institutional Buildings. An Academician by heart who believes that most important virtue of a teacher is empathy.



Satvinder Singh Walia

Specialized in Creative Design, Motion Media & Interactive Media, Autodesk Certified Professional with over 17 years of Industry as well as Academic experience. Expertise in Multimedia Software training worked for various clients including RedHat, CII, Cisco, Intel, MTNL, etc. As Head - Creative & Digital Design with Arena Animation worked with Institute of Design Engineering & Architecture, Rai University as an Assistant Professor has won various National & International Awards for professional work & short films with a total experience of 23 years.

RENDERING TECHNIQUES

Value Added Course

School:		SSD	Batch: 2024-2029
Program:		B. Arch	Current Academic Year:2026-27
Branch:		Semester: V	
1	Course Code	NV 41010	
2	Course Title	Rendering Techniques	
3	Credits	0	
4	Contact Hours (L-T-P)	30 Hours	
	Course Type	Value added course	
5	Course Objective	To develop sound understanding of various presentation techniques used in an Architectural/ Interior design project. To learn the utility of digital, ink and colors as a powerful tool of presentation skills.	
6	Course Outcomes	CO1: Students will be able to understand the meaning of digital rendering and formulate a corresponding. CO2: Students will be able to understand different mediums of digital rendering. CO3: Students will be able to ideate and create multiple innovative design solutions for rendering techniques. CO4: Students will be able to apply innovative methods and represent materials in their rendered designs sheets. CO5: Student will prepare the rendered sheets. CO6:Students will be able to create rendered sheets	
7	Course Description	The course will encourage students to ideate, and explore different mediums of digital rendering. The student shall be mentored by the faculty to come up with the different mediums rendering techniques. The course will help students to impart and develop understanding of different mediums used for rendering.	

Outline syllabus		CO Mapping
Unit 1	Fundamentals of Digital Rendering	CO1
A	Introduction to digital rendering	
B	Importance and applications in design	
C	Comparison between digital rendering and digital rendering.	
Unit 2	Digital Rendering Software and Tools	CO2
A	Overview of popular software (Adobe Photoshop, Autodesk SketchBook, Procreate, Illustrator)	
B	Digital drawing tablets and stylus	
C	File formats and workspace setup	
Unit 3	Advanced Digital Rendering Techniques	CO3
A	Photorealistic Rendering	
B	Image enhancement	
C	Presentation Boards and Layout Design	
Unit 4	Creative Rendering Project	CO4, CO5
A	Theme selection	
B	Concept development	
C	Workflow planning	
Unit 5	Portfolio Development	CO5, CO6
A	Organizing rendered works	
B	Digital portfolio creation	
C	Final portfolio presentation.	